

## LISTING OF CLAIMS

1. (Currently Amended) A method of adapting graphic output of generic applications to an original equipment manufacturer (OEM) hardware display, comprising:

establishing a tiered sizing schema that defines multiple size tiers for display objects to be displayed on different OEM hardware displays in a graphical user interface (GUI);

establishing readability constraints for sizes of text objects to be displayed on the different OEM hardware displays in the GUI;

specifying a minimum number of character spaces to be maintained in a text box associated with an individual text object;

embedding the tiered sizing schema, the readability constraints, and the minimum number of character spaces in an OEM software that receives the graphic output from the generic application;

~~receiving a GUI configuration from an application program, wherein the GUI configuration includes display object instances, text object instances, and a placement of the display object instances and the text object instances in the GUI from a generic application~~;

~~in response to an original equipment manufacturer (OEM) modification of the GUI configuration~~;

adapting sizes of the display object instances via the OEM software according to the tiered sizing schema to fit a size of one of the OEM hardware displays; and

adapting sizes of the text object instances via the OEM software according to the readability constraints to fit a size of the OEM hardware

display while maintaining the minimum number of character spaces in the text box. ~~;-and adapting the placement to an aspect ratio of a hardware display.~~

2-5. (Canceled)

6. (Previously Presented) The method as recited in claim 1, further comprising providing one or more interfaces that enable visual aspects of the display object instances to be externally defined prior to the adapting sizes of the display object instances and prior to the adapting the placement.

7. (Currently Amended) A tiered sizing schema for adapting output of generic applications to an OEM hardware display, comprising:

a first definition for a size of a first-sized display object, the first-sized display object being defined according to first tiered fractions of a height and a width of a display;

a second definition for a size of a second-sized display object, the second-sized display object being defined according to second tiered fractions of the height and width of the display;

wherein display objects ~~of a GUI configuration~~ received from an application programs are adapted such that the display objects are resized for compatibility with an original equipment manufacturer (OEM) hardware display via OEM software implementing the tiered sizing schema including resizing ~~modification of the GUI configuration~~ and for compatibility with an aspect ratio of a the hardware display, the display objects being resized according to the first definition and the second definition, and further in an

instance where an individual display object is a text object, maintaining a pre-established minimum number of text characters for the text object.

8. (Currently Amended) The tiered sizing schema as recited in claim 7, wherein the fraction of a height and a width of a display further comprises a tiered percentage of the height of the display measured from a top edge of the display, and a percentage of the width of the display measured from a left edge of the display, respectively.

9. (Currently Amended) One or more computer-readable media containing computer-executable instructions that, when executed on a computer, perform the following steps:

defining multiple upper left bounds of a display object to be displayed on a display according to a tiered fraction of a height of the display and a tiered fraction of a width of the display;

defining multiple lower right bounds of the display object according to a tiered fraction of the height and the width of the display;

defining multiple sizes for the display object according to a tiered sizing schema for display object sizes;

receiving a GUI configuration from an application program, wherein the GUI configuration specifies the display object, an upper left bound, a lower right bound, and a size of the display object;

adapting the upper left bound, the lower right bound, and the size to an original equipment manufacturer (OEM) hardware display via OEM software implementing the tiered sizing schema including resizing for compatibility with an aspect ratio of a the hardware display, the display objects being resized

~~modification of the GUI configuration and~~ to an aspect ratio of ~~[[a]]~~ the hardware display by selecting one of the defined multiple upper left bounds, one of the defined lower right bounds, and one of the defined sizes, while in an instance where the display object is a text object, maintaining a pre-established number of character spaces for the text object.

10. (Currently Amended) The one or more computer-readable media as recited in claim 9, wherein the fraction of the height of the display further comprises a tiered percentage of the height of the display from a top edge of the display.

11. (Currently Amended) The one or more computer-readable media as recited in claim 9, wherein the tiered fraction of the width of the display further comprises a percentage of the width of the display from a left edge of the display.

12. (Previously Presented) The one or more computer-readable media as recited in claim 9, further comprising one or more interfaces that enable visual aspects of the display object to be externally defined prior to the adapting.

13. (Original) The one or more computer-readable media as recited in claim 9, further comprising rendering the display object on the display.

14-21. (Canceled)

22. (Currently Amended) A system, comprising:  
 a display rendering module to receive a configuration for a graphical user interface (GUI) from an application program and to adapt the configuration for a display hardware; and[[:]]

a display hardware to display the GUI;

~~receive a configuration for a graphical user interface (GUI) from an application program,~~

wherein the GUI configuration includes display objects, and  
~~wherein~~ in instances where the display objects are text objects, a number of character spaces that are to be maintained for an individual text object, and  
 wherein the GUI is potentially usable on different display hardwares having different height, width, resolution, and operating system platform characteristics;

wherein the display rendering module [[to]] defines a tiered sizing schema for the display objects in the graphical user interface;

~~the display rendering module [[to]] receives a modification of the configuration from an original equipment manufacturer (OEM) software;~~

wherein the display rendering module [[to]] selects tiered sizes for the display objects in order to transform the GUI configuration from the application program into a the modified GUI configuration suitable for an aspect ratio of the display hardware.

~~OEM software; the display rendering module to scale locations of the display objects in the GUI to an aspect ratio of one of the display hardwares; and one of the display hardwares having the aspect ratio, to display the GUI.~~

23-24. (Canceled)

25. (Currently Amended) The system as recited in claim 22,  
wherein:

the application program also defines display objects according to the  
tiered sizing schema;

the visual aspects of the graphical user interface conform to the tiered  
sizing schema; and

the tiered sizing schema defines one or more display object sizes to  
which the display objects contained in the graphical user interface must  
conform.

26. (Previously Presented) The system as recited in claim 22,  
wherein the tiered sizing schema further comprises definitions for a small-sized  
display object, a medium-sized display object, and a large-sized display object.

27. (Currently Amended) The system as recited in claim 22,  
wherein the tiered sizing schema defines the sizes according to a tiered fraction  
of the height and width of the display.

28. (Currently Amended) The system as recited in claim 22,  
wherein the tiered sizing schema defines the sizes according to a tiered  
percentage of the display that each ~~the~~ display object may occupy.